

Warrior

"I know my enemies. I know they bleed, they suffer, they die. And I'm the one who'll give them that. I'm more than a fighter: I'm a warrior. I don't fight: I battle. The clash of weapons is my lullaby and I'm always ready to test my mettle. I know the odds and ends of combat to the point that they are second nature, and I show my prowess when the time comes that words are not enough to settle a conflict. I may not begin fights, but I'll surely end them."

Warriors are able fighters versed in many martial styles, becoming fearsome foes in battle.

NAME

LEVEL

LOOKS

XP

Strength
STR

Dexterity
DEX

Constitution
CON

Weak -1

Shaky -1

Sick -1

Intelligence
INT

Wisdom
WIS

Charisma
CHA

Stunned -1

Confused -1

Scarred -1

ARMOR

HIT POINTS

DAMAGE

d10

(Maximum 10+Constitution)

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Origin

Choose your Homeland:

- Atisi
- Gotai
- Minal
- Mungo
- Kunla
- Kidhai
- Javala
- Eiman
- Qatab

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Heritage/Origin Move

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Alignment

Choose an alignment:

- Neutral: Gain fame or renown.
- Good: Protect those weaker than yourself.
- Chaotic: Instigate conflict where conflict could have been avoided.

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Bonds

Ask the other players the following questions and write down who volunteered.

- * Who was saved by me in a life and death situation? Does she admit that?
- * Who always has my back in a fight if I need?
- * Who shares my lust for battle?
- * Who impressed me as a strong fighter? Does she know that?

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Gear

Your load is 12+STR. You start with travel rations (5 uses, 1 weight) and scale armor (worn, clumsy, 2 armor, 3 weight). Choose your primary weapon:

- Halberd (reach, +1 damage, two-handed, 2 weight)
- Khopesh (close, +1 damage, 2 weight) and shield (+1 armor, 2 weight)
- Shortbow (near, 2 weight) and a quiver of arrows (3 ammo, 1 weight)
- A pair of shortsworda (close, precise, 1 weight)

Choose a backup weapon:

- Hand mace (close, 1 weight)
- Dagger (hand, 1 weight) and a throwing stick (close, thrown [near], -1 damage, 1 weight)
- Barbed spear (reach, thrown [near], 1 piercing, 1 weight)

Choose your supplies:

- Adventuring gear (5 uses, 1 weight) and 5 coins
- Poultices and herbs (2 uses, slow, 1 weight) and a vial of antitoxin (0 weight)
- Travel rations (5 uses, 1 weight) and bandages (3 uses, slow, 0 weight)

Select your *Initial Move*

Choose one of these to start with:

Glory

You want fame and fortune. When you **come across a dangerous opponent**, tell the GM what part of it you intend to keep, and take +1 forward to get it.

Protect

You want to protect others. Who have you saved? Who have you failed? When you **use defend to protect someone else**, a miss counts as a 7-9.

Survival

You were put in a situation – stranded in the wilderness, conscripted into an army, enslaved in a gladiatorial arena, or something else – where you had no choice but to either fight or die. When you **take your last breath**, you may roll +CON.

Extra Starting Moves

You also start with these moves:

Armored

You ignore the *clumsy* tag on armor you wear.

Battle-Ready

You can spend 1 use of adventuring gear to choose 1:

- * A weapon with the *close* tag
- * A weapon with the *hand*, *thrown*, and *near* tags

Combat Awareness

When you spend a few moments observing a creature's weaponry, whether natural or manufactured, the GM will tell you how much damage they deal and any associated tags. When you **discern realities during a fight**, take +1.

Weapon Specialization

Though you know how to use any weapon, choose a category you're most specialized with:

- * **Dual-Wielding:** When you **attack with two melee weapons**, roll twice and choose the higher result.
- * **Missile Weapons:** Your ranged attacks gain 2 *piercing*.
- * **Sword & Board:** When you **use defend while carrying a shield**, on a 7+ hold +1.
- * **Two-Handed:** When you **wield a weapon with the two-handed tag**, deal +1 damage.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Exploit the Opening

When you **defy danger**, on a 10+ take +1 forward to hack and slash your attacker.

Iron-Clad

When you **wear armor with the clumsy tag**, gain +1 armor.

Keen-Eyed

Requires: Missile Weapon Specialization

When you **discern realities against a creature in combat**, on a 10+ you also take +1d4 damage forward against it. On a 7-9 you instead take +1 damage forward against it.

Know Your Enemy

When you **spout lore about a creature**, on a 7+ you also take +1 forward to defeat it.

Makeshift Armory

When you **have a short period of time (half an hour or so) and the necessary materials**, you can create a makeshift weapon, suit of armor, or shield. Choose an option from **battle-ready** or one of the following:

- * A weapon with the *two-handed* and *reach* tags
- * Crude armor (1 armor) or shield (+1 armor)

Piercing Shots

Requires: Missile Weapon Specialization

When you **volley against a target at near range**, deal +1d4 damage and the attack ignores the target's armor.

Second Specialization

Choose a **weapon specialization** that you don't have and gain the corresponding move.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

...is a Good Offense

Requires: The Best Defense...

When you **spend hold from defend to deal damage to your attacker**, deal +1d4 damage.

Cleave

When you **slay an enemy with a melee attack**, take +1 to hack and slash another enemy.

Devastating Strike

Requires: Two-Handed Weapon Specialization

When you **hack and slash with a two-handed weapon**, on a 12+ you act as if your class damage die rolled a 10. Any other bonus dice are still rolled.

Distracting Shots

Requires: Missile Weapon Specialization

When you **use ranged attacks to aid or hinder an ally**, you can roll +DEX instead of +BONDS. If the weapon uses ammo, you must mark off 1 ammo.

Field Smith

Requires: Makeshift Armory

Add the following to the list of choices you can make with **makeshift armory**:

- * A weapon with the *close* and *+1 damage* tags
- * A weapon with the *two-handed*, *reach*, and *+1 damage* tags
- * Serviceable armor (2 armor), or crude armor (1 armor) and a shield (+1 armor)

Like a Second Skin

Replaces: Iron-Clad

When you **wear armor with the clumsy tag**, gain +2 armor. You also ignore the weight of any armor you wear.

Mighty Slayer

Replaces: Slayer

Melee attacks you make with a *two-handed* weapon deal +1d8 damage and gain the *messy* and *forceful* tags.

Walk It Off

You recover from debilities within three days, whether or not you rest.

Press the Attack

Requires: Dual-Wielding Specialization

When you **hack and slash with two melee weapons**, take +1 forward to hack and slash the same target.

Rampart

Requires: Sword & Board Weapon Specialization

When you **have hold from defend and are carrying a shield**, take +1 armor ongoing.

Shattered Shield

Requires: Sword & Board Weapon Specialization

When you **are struck by a physical attack**, you can instead use your shield to absorb the brunt of it: the shield is destroyed, but you take no damage.

Slayer

Requires: Two-Handed Weapon Specialization

Attacks you make with *two-handed* weapons deal +1d4 damage and gain the *messy* tag.

Strong Hands

When you **use aid or hinder**, if your strength is a factor you can roll +STR instead of +BONDS.

Sundering Blows

Requires: Two-Handed Weapon Specialization

Attacks you make with a *two-handed* weapon gain 1 *piercing*. When you **hack and slash with a two-handed weapon**, on a 12+ the target's armor is reduced by 1 until they have time to heal or repair the damage.

The Best Defense...

Requires: Sword & Board OR Dual-Wielding Weapon Specialization

When you **spend hold from defend to reduce damage while wielding two weapons or carrying a shield**, reduce it by an additional 1d4 points.

Precise Aim

Replaces: Piercing Shots

When you **volley against a target that is at near range**, on a 10+ deal your damage and choose one:

- * Your shot strikes true – deal +1d6 damage.
- * Your shot disorients or stuns the target – you or an ally take +1 against them.
- * Your shot strikes one of the target's limbs – it does not function normally until they have time to heal it.

Protector

Requires: Rampart

When you **have hold from defend and are carrying a shield**, allies within arm's reach of you gain +1 armor.

Rapid Shot

Requires: Missile Weapon Specialization

When you **volley**, on a 10+ you can throw another weapon or spend 1 ammo to roll your damage twice and use the highest result, or deal your damage to another target.

Shield Mastery

Requires: Sword & Board Specialization

When you **use defend while carrying a shield**, hold +1. On a miss you still hold 1, and on a 12+ you hold 5.

Well-Rounded Warrior

Requires: Second Specialization

Choose a **weapon specialization** that you don't have and gain the corresponding move.

Twin Strike

Requires: Press the Attack

When you **hack and slash with two melee weapons**, on a 7+ you can deal +1d6 damage to your target or 1d8 damage to another enemy you can reach.

Whirlwind Attack

Requires: Two-Handed Weapon Specialization

When you **hack and slash while wielding a two-handed weapon**, on a 12+ you deal your damage to every enemy you can reach.

